

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently amended) A game apparatus, having electronically coupled thereto an operation ~~mechanism~~ device which a player manipulates to control a particular game character, the game apparatus outputting to a display device a game screen image containing one or more game characters, at least one of which is controllable using the operation ~~mechanism~~ device, comprising:

at least one map storage memory location for storing map data used to display a game space;

at least one character storage memory location for storing game character data of at least a first character and a second character different from the first character, said first and second character being separately controllable using the operation ~~mechanism~~ device;

operation detection programmed logic circuitry configured to detect manipulation made by a player to the operation ~~mechanism~~ device;

character switching programmed logic circuitry configured to select a particular game character that is to be controlled by the operation ~~mechanism~~ device and to switch the operation ~~mechanism~~ device between being operable to control said first character and being operable to control said second character when a first predetermined game condition is satisfied;

first character operation programmed logic circuitry configured to control the first character in accordance with manipulation made to the operation ~~mechanism~~ device when the character switching programmed logic circuitry selects the first character as the particular game character to be controlled by the operation ~~mechanism~~ device;

first game screen output programmed logic circuitry configured to output to a display device a first game screen image presenting a game space view encompassing a ~~broad~~ full extent of the game space containing the first character and ~~at least one or more other game characters,~~ ~~based on the map data and the character data,~~ when the operation ~~mechanism~~ device controls the first character;

second character operation programmed logic circuitry configured to control the second character in accordance with manipulation made to the operation ~~mechanism~~ device when the character switching programmed logic circuitry selects the second character as the particular game character to be controlled by the operation ~~mechanism~~ and device

second game screen output programmed logic circuitry configured to output to a display device a second game screen image presenting a game space view encompassing a ~~narrow~~ limited extent of the game space surrounding the second character, ~~based on the map data and the character data,~~ when the operation ~~mechanism~~ device controls the second character, wherein different extents of viewable game space are displayed depending on whether the first character or the second character is selected by the character switching programmed logic circuitry to be controlled by the operation ~~mechanism~~ device;

a common display device having a display screen that is viewable by several players, said common display device providing one or more different game screen images of a game space view encompassing a limited extent of the game space surrounding one or more different game characters; and

at least one personal display device for individual use by a single player, said personal display device having a display screen for viewing by a single player.

2. (Currently amended) The game apparatus according to claim 1, wherein;  
~~the operation mechanism comprises:~~  
a first operation ~~mechanism to be~~ device is used by a first player; and  
a second operation ~~mechanism device~~ distinct from the first operation ~~mechanism to be~~  
device is used by a second player distinct from the first player; and wherein  
~~the display comprises:~~  
a first display for ~~displaying a personal screen to be viewed by only one player;~~ and  
a second display for displaying a common screen to be viewed by all participating  
~~players; and wherein~~  
the character switching programmed logic circuitry switches a game character controlled  
by the first player ~~and~~ with the game character controlled by the second player when the first  
predetermined condition is satisfied,  
the first game screen output programmed logic circuitry outputs the first game screen to  
the first display, and  
the second game screen output programmed logic circuitry outputs the second game  
screen to the ~~second common~~ display device.

3. (Previously Presented) The game apparatus according to claim 2, wherein the first  
operation mechanism comprises a hand-held type game apparatus including the first display and  
at least one manipulable element with which to control the first character.

4. (Previously Presented) The game apparatus according to claim 3, further comprising a  
plurality of second operation mechanisms to be operated by a plurality of second players,

wherein the second game screen output programmed logic circuitry outputs to the second display a plurality of second game screens for respective second characters controllable using the plurality of second operation mechanisms, the plurality of second game screens depicting different respective game space views that do not overlap one another.

5. (Previously Presented) The game apparatus according to claim 1, further comprising residual image display control programmed logic circuitry to display, after the first character has passed through a game space depicted in a second game screen, a residual artifact image along a trajectory of the first character for a predetermined period of time.

6. (Previously Presented) The game apparatus according to claim 1, further comprising: display region changing programmed logic circuitry to change, for a predetermined period of time after a second predetermined game condition is satisfied, the second game screen so as to present a game space view encompassing a broader extent of the game space than that provided in said narrow extent view surrounding the second character.

7. (Previously Presented) The game apparatus according to claim 2, further comprising: score storage memory locations including a first score storage area and a second score storage area;

table generation/update programmed logic circuitry to generate table data representing associations between the first score storage area, the first player, and the operable character for the first player, and table data representing associations between the second score storage area, the second player, and the operable character for the second player, and to update the table data

associations when the character switching programmed logic circuitry switches the operable characters;

score adding programmed logic circuitry to cumulatively add points each time the first character scores points; and

score writing programmed logic circuitry to write points added by the score adding programmed logic circuitry to the first score storage area, by referring to the table data, when the first player is associated with the first character, and to write points added by the score adding mechanism to the second score storage area when the second player is associated with the first character.

8. (Previously Presented) The game apparatus according to claim 2, wherein the second game screen output programmed logic circuitry outputs a screen for displaying only a relative position of the second character within the entire game space to the second display, the screen being displayed together with the second game screen.

9. (Currently amended) A recording medium having recorded thereon a game program executable by a computer in a game apparatus having electronically coupled thereto one or more operation ~~mechanisms~~ devices with which a player manipulates to control a particular game character, the game program causing the game apparatus to output to a display device a game screen image depicting one or more game characters which are controlled by one or more players using the operation ~~mechanisms~~ devices, and causing the computer to function as:

at least one map storage location for storing map data used to display a game space;

at least one character storage location for storing game character data of at least a first character and a second character different from the first character, said first and second character being separately controllable using the operation ~~mechanisms~~ devices;

operation detection programmed logic circuitry configured to detect manipulation made by a player to an operation ~~mechanism~~ device;

character switching programmed logic circuitry configured to select a particular game character that is to be controlled by the operation ~~mechanism~~ device and to switch the operation ~~mechanism~~ device between being operable to control said first character and being operable to control said second character when a first predetermined condition is satisfied;

first character operation programmed logic circuitry configured to output the first character in accordance with manipulation made to the operation ~~mechanism~~ device when the character switching programmed logic circuitry selects the first character as the particular game character to be ~~the operable character~~ controlled by the operation device;

first game screen output programmed logic circuitry configured to output to a display device a first game screen image presenting a game space view encompassing a ~~broad~~ full extent of the game space containing the first character and ~~at least one or more~~ other game characters, ~~based on the map data and the character data~~, when the operation ~~mechanism~~ device controls the first character;

second character operation programmed logic circuitry configured to control the second character in accordance with manipulation made to the operation ~~mechanism~~ device when the character switching programmed logic circuitry selects the second character as the particular game character to be controlled by the operation ~~mechanism~~ and device

second game screen output programmed logic circuitry configured to output to a display device a second game screen image presenting a game space view encompassing a narrow limited extent of the game space surrounding the second character; ~~based on the map data and the character data;~~ when the operation ~~mechanism~~ device controls the second character, wherein different extents of viewable game space are displayed depending on whether the first character or the second character is selected by the character switching programmed logic circuitry to be controlled by the operation ~~mechanism~~ device; and

wherein said computer is further caused to generate a game screen output to a common display device having a display screen that is viewable by several players, said common display device providing one or more different game screen images of a game space view encompassing a limited extent of the game space surrounding one or more different game characters; and

also caused to generate a game screen output to at least one personal display device for individual use by a single player, said personal display device having a display screen for viewing by a single player.

10. (Currently amended) The recording medium according to claim 9, wherein ~~an operation mechanism coupled to said game apparatus comprises:~~

a first operation ~~mechanism to be~~ device is used by a first player; and

a second operation ~~mechanism~~ device distinct from the first operation ~~mechanism to be device~~ used by a second player distinct from the first player; and wherein ~~the display comprises:~~

~~a first display for displaying a personal screen to be viewed by only one player; and~~

~~a second display for displaying a common screen to be viewed by all participating players; and wherein the game program causes the computer to function so that:~~

the character switching programmed logic circuitry switches the operable character controlled by the first player ~~and~~ with the game character controlled by the second player when the first predetermined condition is satisfied;

the first game screen output programmed logic circuitry outputs the first game screen to the ~~first~~ personal display device; and

the second game screen output programmed logic circuitry outputs the second game screen to the ~~second~~ common display device.

11. (Previously Presented) The recording medium according to claim 10,  
wherein the first operation mechanism comprises a hand-held type game apparatus including the first display and at least one manipulable element with which to control the first character, and

the game program causes the computer to function so that the first game screen output mechanism outputs the first game screen to the first display of the hand-held type game apparatus.

12. (Previously Presented) The recording medium according to claim 11, wherein the game apparatus further comprises a plurality of second operation mechanisms to be operated by a plurality of second players, and

wherein the game program causes the computer to function so that the second game screen output programmed logic circuitry outputs to the second display a plurality of second game screens for respective second characters controllable using the plurality of second



operation mechanisms, the plurality of second game screens depicting different respective game space views that do not overlap one another.

13. (Previously Presented) The recording medium according to claim 9, wherein the game program causes the computer to further function as residual image display control programmed logic circuitry which, after the first character has passed through a game space depicted in a second game screen, displays a residual artifact image along a trajectory of the first character for a predetermined period of time.

14. (Previously Presented) The recording medium according to claim 9, wherein the game program causes the computer to further function as display region changing programmed logic circuitry which, for a predetermined period of time after a second predetermined game condition is satisfied, changes the second game screen so as to present a game space view encompassing a broader extent of the game space than that provided in said narrow extent ~~containing~~ surrounding the second character.

15. (Previously Presented) The recording medium according to claim 10, wherein the game program causes the computer to further function as:

score storage locations including a first score storage area and a second score storage area;

table generation/update programmed logic circuitry to generate table data representing associations between the first score storage area, the first player, and the operable character for the first player, and table data representing associations between the second score storage area,

the second player, and the operable character for the second player, and to update the table data associations when the character switching programmed logic circuitry switches the operable characters;

score adding programmed logic circuitry to cumulatively add points each time the first character scores points; and

score writing programmed logic circuitry to write points added by the score adding programmed logic circuitry to the first score storage area when the first player is associated with the first character, and to write points added by the score adding mechanism to the second score storage area when the second player is associated with the first character, by referring to the table data.

16. (Previously Presented) The recording medium according to claim 10, wherein the game program causes the computer to function so that the second game screen output programmed logic circuitry outputs a screen for displaying only a relative position of the second character within the entire game space to the second display, the screen being displayed together with the second game screen.

17. (Currently amended) A game system for playing a multiplayer network game comprising a plurality of terminal devices coupled to a network, each terminal device including:  
an operation mechanism with which a player operates a character;  
at least one map storage memory location for storing map data used to display a game space;

at least one character storage memory location for storing game character data of at least a first character and a second character different from the first character, said first and second character being separately controllable using ~~the different~~ operation ~~meehanism~~ mechanisms;

operation detection programmed logic circuitry to detect manipulation made by a player to the operation mechanism;

character switching programmed logic circuitry to select a particular game character that is to be controlled by the operation mechanism and to switch the operation mechanism between being operable to control said first character and being operable to control said second character when a first predetermined game condition is satisfied;

first character operation programmed logic circuitry to control the first character in accordance with manipulation made to the operation ~~meehanism~~ mechanism when the character switching programmed logic circuitry selects the first character as the particular game character to be controlled by the operation mechanism;

first game screen output programmed logic circuitry to output to a display a first game screen presenting a game space view encompassing a broad extent of the game space containing the first character and at least one or more other game character, based on the map data the character data, when the operation mechanism controls the first character;

second character operation programmed logic circuitry to control the second character in accordance with manipulation made to the operation ~~meehanism~~ mechanism when the character switching programmed logic circuitry selects the second character as the particular game character to be controlled by the operation mechanism; ~~and~~

second game screen output programmed logic circuitry to output to a display a second game screen presenting a game space view encompassing a narrow extent of the game space

surrounding the second character, based on the map data and the character data, when the operation ~~mechanism~~mechanism controls the second character

a common display device having a display screen that is viewable by several players, said common display device providing one or more different game screen images of a game space view encompassing a limited extent of the game space surrounding one or more different game characters; and

at least one personal display device for individual use by a single player, said personal display device having a display screen for viewing by a single player

wherein different extents of viewable game space are displayed depending on whether the first character or the second character is selected by the character switching programmed logic circuitry to be controlled by the operation mechanism.

Claims 18-24 are canceled without prejudice or disclaimer.